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Inventor Name Search Result

Your Search was:

Last Name = CHATTERJEE
First Name = AMIT

Application#	Patent#	Status	Date Filed	Title	Inventor Name
08086331	5550972	150	06/30/1993	METHOD AND APPARATUS FOR EFFICIENT TRANSFER OF DATA TO MEMORY	CHATTERJEE, AMIT
08150411	5442751	150	11/09/1993	METHOD AND APPARATUS FOR PROCESSING DATA THROUGH A REGISTER PORTION BY PORTION	CHATTERJEE, AMIT
08316632	5634046	150	09/30/1994	GENERAL PURPOSE USE OF A STACK POINTER REGISTER	CHATTERJEE, AMIT
08327971	5734858	150	10/24/1994	METHOD AND APPARATUS FOR SIMULATING BANKED MEMORY AS A LINEAR ADDRESS SPACE	CHATTERJEE, AMIT
08328349	5734387	150	10/24/1994	METHOD AND APPARATUS FOR CREATING AND PERFORMING GRAPHICS OPERATIONS ON DEVICE-INDEPENDENT BITMAPS	CHATTERJEE, AMIT
08328715	5659336	150	10/24/1994	METHOD AND APPARATUS FOR CREATING AND TRANSFERRING A BITMAP	CHATTERJEE, AMIT
08354926	5644758	150	12/13/1994	BITMAP BLOCK TRANSFER IMAGE CONVERSION	CHATTERJEE, AMIT
08355395	5717845	150	12/13/1994	METHOD AND APPARATUS FOR TRANSFERRING A BRUSH PATTERN TO A DESTINATION BITMAP	CHATTERJEE, AMIT
08355406	6683618	150	12/13/1994	METHOD AND APPARATUS FOR CREATING AND PERFORMING GRAPHICS OPERATIONS ON DEVICE-INDEPENDENT BITMAPS	CHATTERJEE, AMIT

08356062	5706483	150	12/13/1994	RUN-TIME CODE COMPILER FOR DATA BLOCK TRANSFER	CHATTERJEE, AMIT
08562801	5774126	150	11/27/1995	METHOD AND APPARATUS FOR DYNAMICALLY CHANGING THE COLOR DEPTH OF OBJECTS DISPLAYED IN A COMPUTER SYSTEM	CHATTERJEE, AMIT
08703095	5696946	150	08/26/1996	METHOD AND APPARATUS FOR EFFICIENT TRANSFER OF DATA TO MEMORY	CHATTERJEE, AMIT
08924884	6026239	150	09/05/1997	RUN-TIME CODE COMPILER FOR DATA BLOCK TRANSFER	CHATTERJEE, AMIT
09031316	6525743	150	02/25/1998	METHOD AND APPARATUS FOR CREATING AND PERFORMING GRAPHICS OPERATIONS ON DEVICE-INDEPENDENT BITMAPS	CHATTERJEE, AMIT
09062360	6377272	150	04/17/1998	METHOD AND APPARATUS FOR DYNAMICALLY CHANGING THE COLOR DEPTH OF OBJECTS DISPLAYED IN A COMPUTER SYSTEM	CHATTERJEE, AMIT
09301049	6261699	150	04/28/1999	FIBER REINFORCED IRON-COBALT COMPOSITE MATERIAL SYSTEM	CHATTERJEE, AMIT
09541458	Not Issued	71	03/31/2000	DISPLAY OF IMAGES WITH TRANSPARENT PIXELS	CHATTERJEE, AMIT
09864048	6692586	150	05/23/2001	HIGH TEMPERATURE MELTING BRAZE MATERIALS FOR BONDING NIOBIUM BASED ALLOYS	CHATTERJEE, AMIT
10744574	Not Issued	160	12/23/2003	High temperature melting braze materials for bonding niobium based alloys	CHATTERJEE, AMIT
60059507	Not Issued	159	09/18/1997	CONSUMER ELECTRONIC DEVICE INTEROPERABILITY	CHATTERJEE, AMIT
60066782	Not Issued	159	11/25/1997	INTERDEVICE CONTROLABILITY	CHATTERJEE, AMIT K.
60071341	Not Issued	159	01/14/1998	DIGITAL INTERFACE FOR EXCHANGING DATA AND CONTROL	CHATTERJEE, AMIT K.

60083113	Not Issued	159	04/27/1998	METHOD TO INCLUDE THE ABILITY TO SEND TEST UPDATE BLOCKS AS PART OF THE BITMAP OSD	CHATTERJEE, AMIT K.
09508869	Not Issued	71	09/13/2000	Peripheral electronic device and system for controlling this device via a digit al bus	CHATTERJEE, AMIT KUMAR
09508922	6665020	150	09/13/2000	DIGITAL TELEVISION APPARATUS FOR CONTROLLING A PERIPHERAL DEVICE VIA A DIGITAL BUS	CHATTERJEE, AMIT KUMAR
09555188	Not Issued	41	09/13/2000	Device interoperability utilizing bit-mapped on-screen display menus	CHATTERJEE, AMIT KUMAR
07287427	4896243	150	12/20/1988	EFFICIENT ESD INPUT PROTECTION SCHEME	CHATTERJEE, AMITAVA
07332652	5019878	150	03/31/1989	PROGRAMMABLE INTERCONNECT OR CELL USING SILICIDED MOS TRANSISTORS	CHATTERJEE, AMITAVA
07428688	Not Issued	166	10/30/1989	EFFICIENT ESD INPUT PROTECTION SCHEME	CHATTERJEE, AMITAVA
07488590	Not Issued	166	03/05/1990	LOW VOLTAGE TRIGGERING SEMICONDUCTOR CONTROLLED RECTIFIER	CHATTERJEE, AMITAVA
07560681	Not Issued	166	07/31/1990	LOW VOLTAGE TRIGGERING, ESD PROTECTION CIRCUIT	CHATTERJEE, AMITAVA
07563456	Not Issued	166	08/07/1990	COMPLIMENTARY METAL OXIDE SEMICONDUCTOR INTEGRATED CIRCUIT HAVING REDUCED LATCH-UP SUSCEPTIBILITY	CHATTERJEE, AMITAVA
07574981	5068696	150	08/29/1990	PROGRAMMABLE INTERCONNECT OR CELL USING SILICIDED MOS TRANSISTORS	CHATTERJEE, AMITAVA
07638140	Not Issued	163	01/07/1991	EFFICIENT ESD INPUT PROTECTION SCHEME	CHATTERJEE, AMITAVA
07780557	Not Issued	161	10/16/1991	COMPLIMENTARY METAL OXIDE SEMICONDUCTOR INTEGRATED CIRCUIT HAVING REDUCED LATCH-UP SUSCEPTIBILITY	CHATTERJEE, AMITAVA
07804271	5225702	150	12/05/1991	SILICON CONTROLLED	CHATTERJEE,

				RECTIFIER STRUCTURE FOR ELECTROSTATIC DISCHARGE PROTECTION	AMITAVA
07818741	Not Issued	166	01/07/1992	LOW VOLTAGE TRIGGERING, ESD PROTECTION CIRCUIT	CHATTERJEE, AMITAVA
07876256	Not Issued	163	04/30/1992	ELECTROSTATIC DISCHARGE PROTECTION STRUCTURE	CHATTERJEE, AMITAVA
08029099	Not Issued	166	03/10/1993	METHOD OF MAKING A SILICON CONTROLLED RECTIFIER DEVICE FOR ELECTROSTATIC DISCHARGE PROTECTION	CHATTERJEE, AMITAVA
08042849	Not Issued	166	04/05/1993	LOW VOLTAGE TRIGGERING, ESD PROTECTION CIRCUIT	CHATTERJEE, AMITAVA
08096073	Not Issued	166	07/22/1993	A CONTROLLED LOW COLLECTOR BREAKDOWN VOLTAGE VERTICAL TRANSISTOR FOR ESD PROTECTION CIRCUITS	CHATTERJEE, AMITAVA
08104281	Not Issued	166	08/10/1993	LOW VOLTAGE TRIGGERING SEMICONDUCTOR CONTROLLED RECTIFIERS	CHATTERJEE, AMITAVA
08192315	Not Issued	166	02/04/1994	LOW VOLTAGE TRIGGERING, ESD PROTECTION CIRCUIT	CHATTERJEE, AMITAVA
08215241	Not Issued	166	03/21/1994	PASS TRANSISTOR FOR A 256 MEGABIT DRAM WITH NEGATIVELY BIASED SUBSTRATE	CHATTERJEE, AMITAVA
08218039	5453384	150	03/25/1994	METHOD OF MAKING A SILICON CONTROLLED RECTIFIER DEVICE FOR ELECTROSTATIC DISCHARGE PROTECTION	CHATTERJEE, AMITAVA
08275926	Not Issued	166	07/15/1994	CONTROLLED LOW COLLECTOR BREAKDOWN VOLTAGE VERTICAL TRANSISTOR FOR ESD PROTECTION CIRCUITS	CHATTERJEE, AMITAVA
08284711	Not Issued	163	08/02/1994	LOW VOLTAGE TRIGGERING, ESD PROTECTION CIRCUIT	CHATTERJEE, AMITAVA
08289983	5465189	150	08/12/1994	LOW VOLTAGE TRIGGERING	CHATTERJEE,

				SEMICONDUCTOR CONTROLLED RECTIFIERS	AMITAVA
08302145	5907462	150	09/07/1994	GATE COUPLED SCR FOR ESD PROTECTION CIRCUITS	CHATTERJEE, AMITAVA
08358647	5548548	150	12/19/1994	PASS TRANSISTOR FOR A 256 MEGABIT DRAM WITH NEGATIVELY BIASED SUBSTRATE	CHATTERJEE, AMITAVA

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1 Session 8: miscellaneous topics: Pattern based procedural textures

Sylvain Lefebvre, Fabrice Neyret

April 2003 **Proceedings of the 2003 symposium on Interactive 3D graphics**

Full text available: pdf(21.44 MB) Additional Information: full citation, abstract, references

Numerous real-time applications such computer games or flight simulators require non-repetitive high-resolution texturing on large landscapes. We propose an algorithm which procedurally determines the texture value at any surface location by aperiodically combining provided patterns according to user-defined controls such as a probability distribution (possibly non stationary). Our algorithm can be implemented on programmable hardware by taking advantage of the texture indirection ability of rec ...

Keywords: graphics hardware, landscape, proceduralism, textures

2 Pixel masks for screen-door transparency

Jurriaan D. Mulder, Frans C. A. Groen, Jarke J. van Wijk

October 1998 **Proceedings of the conference on Visualization '98**

Full text available: pdf(1.71 MB) Additional Information: full citation, references, citings, index terms

Publisher Site

Keywords: screen-door transparency

3 R-buffer: a pointerless A-buffer hardware architecture

Craig M. Wittenbrink

August 2001 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: pdf(1.64 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a graphics hardware architecture that implements Carpenter's A-buffer. The A-buffer is a software renderer that uses pointer based linked lists. Our pointerless approach computes order independent transparency for any number of layers with minimal hardware complexity. Statistics are shown for a variety of different scenes using a trace based methodology, with an instrumented Mesa OpenGL implementation. The architecture is

shown to require from 2.1 to 3.6 times more memory than trad ...

Keywords: antialiasing, frame buffer algorithms, graphics hardware, rendering hardware, visibility determination

4 The X window system

Robert W. Scheifler, Jim Gettys

April 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 2

Full text available: pdf(2.76 MB) Additional Information: full citation, abstract, references, citings, index terms, review

An overview of the X Window System is presented, focusing on the system substrate and the low-level facilities provided to build applications and to manage the desktop. The system provides high-performance, high-level, device-independent graphics. A hierarchy of resizable, overlapping windows allows a wide variety of application and user interfaces to be built easily. Network-transparent access to the display provides an important degree of functional separation, without significantly affec ...

5 Delay streams for graphics hardware

Timo Aila, Ville Miettinen, Petri Nordlund

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available: pdf(1.67 MB) Additional Information: full citation, abstract, references, index terms

In causal processes decisions do not depend on future data. Many well-known problems, such as occlusion culling, order-independent transparency and edge antialiasing cannot be properly solved using the traditional causal rendering architectures, because future data may change the interpretation of current events.We propose adding a *delay stream* between the vertex and pixel processing units. While a triangle resides in the delay stream, subsequent triangles generate occlusion information. ...

Keywords: 3D graphics hardware, antialiasing, occlusion culling, order-independent transparency, stream processing

6 Optical printing in computer animation

Nelson Max, John Blunden

July 1980 **ACM SIGGRAPH Computer Graphics , Proceedings of the 7th annual conference on Computer graphics and interactive techniques**, Volume 14 Issue 3

Full text available: pdf(1.42 MB) Additional Information: full citation, abstract, references, index terms

The optical printer can be considered as an optical analog computer, which can perform geometric transformations and simple arithmetic operations on pictures very efficiently. The principles of operation of the printer are explained, and many of its applications to computer animation are listed and discussed briefly. Two techniques are discussed in detail: the use of high contrast masks to suppress the bright spots where two lines of different colors cross, and the use of continu ...

Keywords: Computer animation, Mask, Matte, Optical printer, Transparency

7 Single-pass full-screen hardware accelerated antialiasing

Jin-Aeon Lee, Lee-Sup Kim

August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: pdf(8.82 MB) Additional Information: full citation, references, citings, index terms

Keywords: antialiasing, graphics hardware, parallel computing, rendering hardware

8 The A -buffer, an antialiased hidden surface method

Loren Carpenter

January 1984 **ACM SIGGRAPH Computer Graphics , Proceedings of the 11th annual conference on Computer graphics and interactive techniques**, Volume 18 Issue 3

Full text available: pdf(554.41 KB) Additional Information: full citation, abstract, references, citings, index terms

The A-buffer (anti-aliased, area-averaged, accumulation buffer) is a general hidden surface mechanism suited to medium scale virtual memory computers. It resolves visibility among an arbitrary collection of opaque, transparent, and intersecting objects. Using an easy to compute Fourier window (box filter), it increases the effective image resolution many times over the Z-buffer, with a moderate increase in cost. The A-buffer is incorporated into the REYES 3-D rendering system at Lu ...

Keywords: A-buffer, Antialiasing, Computer imagery, Hidden surface, Image synthesis, Supersampling, Transparency, Z-buffer

9 Z3: an economical hardware technique for high-quality antialiasing and transparency

Norman P. Jouppi, Chun-Fa Chang

July 1999 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: pdf(1.61 MB) Additional Information: full citation, references, citings, index terms

Keywords: A-buffer, anti-aliasing, supersampling, transparency

10 Hardware accelerated rendering of antialiasing using a modified a-buffer algorithm

Stephanie Winner, Mike Kelley, Brent Pease, Bill Rivard, Alex Yen

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(113.06 KB) Additional Information: full citation, references, citings, index terms

Keywords: antialiasing, image partitioning, plane equation evaluation, scanline, texture mapping, transparency

11 EXACT: algorithm and hardware architecture for an improved A-buffer

Andreas Schilling, Wolfgang Straßer

September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(221.33 KB) Additional Information: full citation, references, citings, index terms

Keywords: A-buffer, anti-aliasing, exact area coverage calculation, priority-masks

12 A two-and-a-half-D motion-blur algorithm

Nelson L. Max, Douglas M. Lerner

July 1985 **ACM SIGGRAPH Computer Graphics , Proceedings of the 12th annual conference on Computer graphics and interactive techniques**, Volume 19 Issue 3

Full text available: pdf(4.15 MB) Additional Information: full citation, abstract, references, citings, index terms

Algorithms are presented for raster and vector motion blur, which produce images and masks suitable for combination by the 21/2-D compositing process. The raster algorithm is based on a "skew, blur, unskew" scheme, using a very efficient one-dimensional blurring algorithm. The vector algorithm extends the ideas of anti-aliased scan conversion to motion blur.

Keywords: compositing, computer animation, mask, motion blur, raster, skew, vector

13 Fast spheres, shadows, textures, transparencies, and imgage enhancements in pixel-planes

Henry Fuchs, Jack Goldfeather, Jeff P. Hultquist, Susan Spach, John D. Austin, Frederick P. Brooks, John G. Eyles, John Poulton

July 1985 **ACM SIGGRAPH Computer Graphics , Proceedings of the 12th annual conference on Computer graphics and interactive techniques**, Volume 19 Issue 3

Full text available: pdf(4.13 MB) Additional Information: full citation, abstract, references, citings, index terms

Pixel-planes is a logic-enhanced memory system for raster graphics and imaging. Although each pixel-memory is enhanced with a one-bit ALU, the system's real power comes from a tree of one-bit adders that can evaluate linear expressions $Ax+By+C$ for every pixel (x,y) simultaneously, as fast as the ALUs and the memory *circuits* can accept the results. We and others have begun to develop a variety of algorithms that exploit this fast linear expression evaluation capability. In th ...

14 Invited talks: Perception-based global illumination, rendering, and animation techniques

Karol Myszkowski

April 2002 **Proceedings of the 18th spring conference on Computer graphics**

Full text available: pdf(6.19 MB) Additional Information: full citation, abstract, references, index terms

In this paper, we consider applications of perception-based video quality metrics to improve the performance of global lighting computations and rendering of animation sequences. To control the computation of animation frames we use the Animation Quality Metric (AQM) which is an extended version of the Visible Difference Predictor (VDP) developed by Daly. We show two applications of the AQM: (1) the rendering of high-quality walk-throughs for static environments and (2) the computation of global ...

Keywords: global illumination, realistic rendering, temporal processing, video quality metrics

15 Interactive inspection of solids: cross-sections and interferences

Jarek Rossignac, Abe Megahed, Bengt-Olaf Schneider

July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques**, Volume 26 Issue 2

Full text available: pdf(3.87 MB) Additional Information: full citation, references, citings, index terms

Keywords: clipping, cross-section, interferences

16 Combining frequency and spatial domain information for fast interactive image noise removal
Anil N. Hirani, Takashi Totsuka
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**
Full text available: pdf(515.09 KB) Additional Information: full citation, references, citings, index terms

Keywords: POCS, projections into convex sets, scratch and wire removal

17 An integrated color smalltalk-80 system
Rebecca Wirfs-Brock
January 1988 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 23 Issue 11
Full text available: pdf(1.29 MB) Additional Information: full citation, abstract, references, citings, index terms

The Smalltalk-80™ user interface and graphics model are based on monochromatic graphics. One natural step in the evolution of the Smalltalk-80 system is the addition of color. This paper describes an implementation of color Smalltalk. Classes have been defined to manipulate visual color models and colored graphics objects. The extensive collaboration between classes which describe color, classes which perform basic graphics operations, and classes in the user interface is explored. Is ...

18 Three-dimensional medical imaging: algorithms and computer systems
M. R. Stytz, G. Frieder, O. Frieder
December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4
Full text available: pdf(7.38 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

19 The Quick Start Guide to the GIMP, Part 3
Michael J. Hammel
January 1998 **Linux Journal**
Full text available: html(28.96 KB) Additional Information: full citation, abstract, references, index terms

This month we learn how to use the Image Window and layers in building our images with the GIMP, a Linux power tool for the graphics artist

20 Experience with Flamingo: a distributed, object-oriented user interface system
David B. Anderson
June 1986 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 21 Issue 11
Full text available: pdf(794.28 KB) Additional Information: full citation, abstract, references, citings, index terms

The Flamingo Window Management System is based on a remote method invocation mechanism that provides separate processes running in a heterogeneous, distributed computing environment with complete access to Flamingo's objects and methods. This object-oriented interface has made Flamingo a kernel window manager into which device drivers, graphics libraries, window managers and user interfaces can be dynamically loaded. This paper discusses the strengths and w ...

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